

## CLAIMS

What is claimed is:

5           1. A method for computer network access comprising the steps of:

          communicating user information to a first server from a client;

          storing user information on the first server;

10          creating a unique identification for the user;

          storing the unique identification on the first server;

          communicating the unique identification to the client and other servers;

          storing the unique identification on the client and  
15 other servers; and

          matching the unique identification stored on the client to that stored either on the first or other servers when the user correspondingly communicates with either the first or other servers.

20

          2. The method of claim 1 wherein the other servers correspond to particular services available to the user and wherein the user is not allowed access to the services if the matching step is unsuccessful.

25

          3. The method of claim 1 wherein the communicating user information step comprises employing common gateway interface standard.

4. The method of claim 1 wherein the communicating user  
information step comprises employing JAVA servlet  
5 technology.

5. The method of claim 1 wherein the communicating user  
information step comprises employing Berkeley System  
10 Distribution socket interface.

6. The method of claim 1 wherein the communicating the  
unique identification step comprises employing common  
15 gateway interface standard.

7. The method of claim 1 wherein the communicating the  
unique identification step comprises employing JAVA servlet  
20 technology.

8. The method of claim 1 wherein the communicating the  
unique identification step comprises employing Berkeley  
25 System Distribution socket interface.

9. A digital computer system programmed to perform the  
following steps:

communicating user information to a first server from a  
30 client;

storing user information on the first server;

creating a unique identification for the user;  
storing the unique identification on the first server;  
communicating the unique identification to the client  
and other servers;  
5 storing the unique identification on the client and  
other servers; and  
matching the unique identification stored on the client  
to that stored either on the first or other servers when the  
user correspondingly communicates with either the first or  
10 other servers wherein the other servers correspond to  
particular services available to the user and wherein the  
user is not allowed access to the services if the matching  
step is unsuccessful.

15 10. A computer-readable medium storing a computer  
program implementing a method comprising the steps of:  
communicating user information to a first server from a  
client;  
storing user information on the first server;  
20 creating a unique identification for the user;  
storing the unique identification on the first server;  
communicating the unique identification to the client  
and other servers;  
25 storing the unique identification on the client and  
other servers; and  
matching the unique identification stored on the client  
to that stored either on the first or other servers when the  
user correspondingly communicates with either the first or  
30 other servers wherein the other servers correspond to

particular services available to the user and wherein the user is not allowed access to the services if the matching step is unsuccessful.

5           11. A computer network system comprising:

          a server computer running a server software application operable for creating a unique identification for a user, storing the unique identification on the server computer, communicating the unique identification to a client and  
10 authenticating the user via the unique identification when the user communicates with the server computer; and

          a client computer running a client software application, said client computer operably connected to the server computer over a network and wherein the client  
15 software application is operable for communicating user information to the server application software from the client computer, storing user information on the client computer, and performing the user authentication with the server application.

20

          12. The computer network system of claim 11 further comprising:

          at least one additional server software application running on the server computer operable for providing  
25 information services to a user and is operable for receiving the unique user identification from the server computer and authenticating the user via the unique identification when the user communicates with the additional server software application.

30

13. The computer network system of claim 11 further comprising:

at least one additional server computer running an additional server software application, said additional  
5 server computer operably connected to the server computer and client computer over a network and operable for providing information services to a user, receiving the unique user identification from the server computer and authenticating the user via the unique identification when  
10 the user communicates with the additional server software application.

15